

Thomas Pettersen

Software Engineer

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I am a Software Engineer who thrives on problem solving, learning, and teamwork. Previously, I've owned and operated a furniture importing company, developing skills of communication and project management. I'm excited to use my experience to become an invaluable part of my next team's ability to tackle any challenge.

SKILLS

Languages: JavaScript, Python, HTML, CSS, SQL | **Frameworks + Libraries:** Express.js, Django, React, Bootstrap
Databases + Other: MongoDB, PostgreSQL, Node.js, RESTful Routing, OOP, Git, Debugging, Algorithms

SOFTWARE ENGINEERING PROJECTS

SearchCast ([GitHub](#), [Deployed Link](#))

- Created a MERN stack application for users to search podcast episodes using the Spotify Web API.
- Integrated Auth0 and Bootstrap styling so that users can have a personal, easy-to-read index page.

Chorderly ([GitHub](#), [Deployed Link](#))

- Developed a game to help users learn musical chords by ear using JavaScript and DOM manipulation.
- Designed the game to include sound, asynchronous timing, score tracking, and multiple game modes.

StubSaver ([GitHub](#), [Heroku](#))

- Used Django, Python, and PostgreSQL to build an app for users to save events they've attended.
- Pair programmed with a developer in the Netherlands to create the full-stack CRUD application.

EXPERIENCE

Software Engineering Fellow | **General Assembly** | **Remote** | Feb 2023 - May 2023

- Learned and applied skills to become a full-stack developer through a 12-week immersive program.
- Proactively worked in groups to develop teamwork skills, learn from others, and support my cohort.

President and Owner | **Thompson Contract** | **New York** | Feb 2014 - Current

- Ascended through the following roles: Marketing and Sales Support Manager, Marketing and Operations Administrator, and Marketing Intern.
- Own and operate a company that imports and sells high quality, European commercial furniture.
- Directed sales generation of over \$1,000,000 of revenue during four years as President, and managed overseas shipping, order entry, production, and client communication to fulfill the sales.
- Develop pricing models to ensure profitable and competitive proposals for each project.

EDUCATION

Software Engineering Immersive (420 hours) | **General Assembly** | May 2023

B.S. | Business Management | **St. John's University** | **New York**, Summa Cum Laude | May 2014

- Earned Outstanding Student Achievement Gold Medal (for school's highest GPA: 4.0)